BD

BINARY DOMAIN™

SEGA®

2080, A.D., Tokyo Bay. The once dazzling bay area is now abandoned in total silence, with no man in sight. Sea level has risen with global warming that began with the 20th century. The construction of a massive sea wall around Tokyo Bay that reaches 100 metres in height is still ongoing after 50 years. Sergeant Dan Marshall of the special force "Rust Crew" advances under the sea at night, while looking at the seawall.

Under the order of the International Robotics Technology Association (IRTA), an inspection organization under the United Nations, Dan's mission is to arrest Yoji Amada, the founder of Amada Corporation, the largest robot developer in Japan. Dr. Amada is suspected of creating human-like robots called "Hollow Children," in violation of the international treaty that prohibits this act.

The Japanese government, which has adopted an isolationistic stance on policy, will not hesitate in killing any illegal entrant. In other words, Dan's team will face heavy artillery from the robot security force's strict defense. However, a dauntless grin can be noticed on the face of Dan, who is nicknamed the "Survivor." Metallic corpses continue to pile up in the middle of gun fights. Dan and the Rust Crew infiltrate deep inside Tokyo.

But none of them knows yet that serious danger to all mankind awaits beyond...
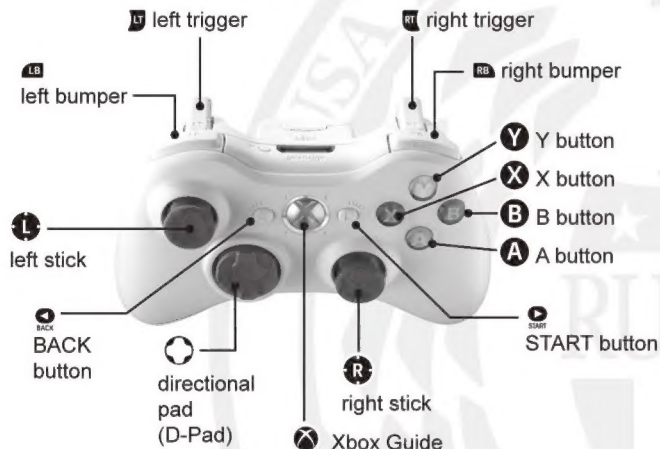
BD
BINARY DOMAIN™

CONTENTS

Thank you for purchasing *BINARY DOMAIN*™. Please note that this software is designed for use with Xbox 360® video game and entertainment system from Microsoft®. Be sure to read this software manual thoroughly before you start playing.

GETTING STARTED

HDTV SETTINGS

To display the game in high definition display modes, connect your Xbox 360® console to a TV with HDMI or component input using an Xbox 360 Component HD AV Cable or Xbox 360 HDMI AV Cable. If you are using the Xbox 360 Component HD AV Cable, slide the switch on the AV port to "HDTV." The HDTV position should be selected on the Xbox Dashboard if the TV supports HD resolutions such as 720p, 1080i, and 1080p.

Xbox 360® CONTROLLER

LT left trigger   **RT** right trigger

LB left bumper

RB right bumper

Y Y button
X X button
B B button
A A button

L left stick

BACK button

directional pad (D-Pad)

R right stick

Xbox Guide

START button

HEADSET WITH MICROPHONE

This game supports gameplay with a microphone-equipped headset for voice input during the main game, and for chatting in Xbox LIVE® mode. For Xbox 360 Headset, plug it into the Xbox 360 Controller. For wireless headsets, you may need to pair it first with your Xbox 360 console. Please refer to the headset's instruction manual for details about setting up.

MENU CONTROLS

Use the left stick or the D-Pad to make selections, the **A** button to select/confirm, and the **B** button to return/cancel.

MAIN MENU

At the Title Screen, press the **O** button to display the Main Menu.

CAMPAIGN

This is the main mode of the game. Select from one of the following:

CONTINUE	Resume the last played game. You will restart from the last checkpoint you passed.
NEW GAME	Start a new game. If there is no save data, this is your only choice. First, choose the difficulty of the game (**CAKEWALK**, **RUST'EM UP**, or **SURVIVOR**). Next, choose **Create new save data** to create a new save data slot or an existing one to overwrite.
LOAD GAME	Select a save data to resume a game.

Xbox LIVE

Access Xbox LIVE mode (p.11) to play with or against another player or players.

OPTIONS

Access the Options Menu (p.14).

About Autosave

The game will automatically save at key points of the game. Take care not to switch the power OFF while saving is in progress.

This icon will be displayed when saving is taking place.

HOW TO PLAY

The description here is based on CAMPAIGN mode. However, many of these also apply to Xbox LIVE mode.

HUD

❶ **Your Current Objective**

❷ **Credits**

You can spend credits at Shop Terminal (p.10).

❸ **Remaining First Aid Kits**

❹ **Equipped Weapon**

❺ **Ammo**

Top: Amount in the current magazine
Bottom: Total of the current weapon in use

❻ **Shock Burst**

Top: Bosonic Gauge
Bottom: Total shots available

❼ **Microphone Status**

❽ **Member Info Display**

A marker appears over each of your teammates. The colour of their pulse indicates the health status (white/yellow/red). If a change in his/her Trust Level (p.8) occurs, an up/down arrow will be displayed above the marker to indicate this. If he/she is off the screen, the indicator will appear near the edge of the screen to indicate the approximate direction of where he/she is. The Member Info Display can be turned on/off during the action by pressing the ◀ button.

❾ **Gunsight**

Whenever you aim, a gunsight will be displayed. The appearance varies with the weapon in use.

❿ **Action Icon**

Whenever a certain action is available, an action icon will be displayed along with the button (or manoeuvre) necessary to perform it will be displayed.

SELECT PARTY MEMBERS

The campaign starts with Dan (you) and Big Bo. As the game progresses, more members will join you. The members will be divided into parties and also into even smaller groups before some missions. Also, press the ⓨ button to check the status of the members (except Dan). See STATUS (p.10) for details.

CONTROLS

There are two styles of controls (Assault Style and Scout Style) with minor differences. You can change this in the Options (p.14). Some buttons are assigned with multiple functions, depending on the situation.

MOVEMENTS

Use the left stick to move forward, backward or sideways. Press and hold the ⓐ button (click the left stick in Scout Style) while moving forward to dash (run). The right stick controls the camera. Note that movement is relative to the camera's angle, so moving the camera will also change the direction the character moves.

EVADE/HIDE/CLIMB OVER/USE LADDER

Tap the ⓐ button while pressing the left stick in a given direction to tumble in the direction entered for an evasive move.

When there is an object nearby that you can hide behind, press the ⓐ button to hide. While hiding, you can shoot your weapon, either blindly or by aiming.
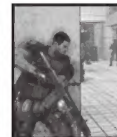
When you are hiding behind a low object such as a pile of sandbags, you can climb over it. Press the left stick up, then press the ⓐ button.

To climb up/down a ladder, stand in front of it and press the ⓐ button to grab. You can then move up or down.

Note: Climbing over some objects may require the ⓑ button (instead of ⓐ button) from standing up/running position. Look for the Action Icon that appears for which button to press for the occasion.

FOCUS

During the game, and especially during the conversation dialogue with your teammates, you may see a camera icon. Press and hold the ⓨ button and the camera will focus on the object of interest.

During some non-combat scenes, you will also see the camera icon over some people, mostly your teammates, whenever you approach them. Press the ⓨ button to talk to them.

USING A WEAPON

You can fire a weapon by pressing the right trigger. While it's possible to fire without aiming, it is much better to aim by holding the left trigger and using the right stick to adjust your aim. While the ammo is reloaded automatically when it runs out from the current magazine, you can manually reload by pressing the right bumper (❌ button in Scout Style). Remember to collect ammo before you run out.

CHANGE WEAPON

Normally you can carry four weapons, but you can only use one at a time. Press the D-Pad to choose which weapon to equip.

left	Primary Weapon	Your main weapon, assault rifle.
right	Secondary Weapon	Pick up weapons you find or purchase from the shop as your secondary weapon.
up	Side Arm	Hand gun with unlimited ammunition.
down	Explosives	Grenades that you can throw at enemies.

Note: In Xbox LIVE mode, you will have a limited supply of ammunition for the Side Arm.

Special Weapons
There are also Special Weapons you can carry in addition to the above four types. This type will be used until you select one of above four types, in which case the weapon you were using will be discarded. Also, if you pick up a shield, you will be limited to using your hand gun. There are other weapons that will follow different rules. These weapons/shields may not be carried beyond certain points in the battleground, especially when climbing/descending ladders or proceeding to the next chapter.

SHOCK BURST

Shock Burst is a powerful attack that can destroy enemies and obstacles, and can only be used with Dan's unique assault rifle. First, change to the primary weapon if you have not. Then press and hold the right bumper to display Shock Burst gauge. When the gauge is full, release the right bumper to fire.

Note: Shock Burst is not available in Xbox LIVE mode.

Charging Up for Shock Burst
You'll need to first charge your assault rifle with energy in order to use Shock Burst. Find an energy source. You can see the amount of energy charged by the Bosonic gauge. When the Bosonic gauge is 100% filled, the number of shots available will increase by one (up to the current maximum).

MELEE ATTACK

If an enemy is nearby, you can attack by swinging your weapon. Press the ❌ button (click the right stick in Scout Style).

PICKING UP ITEMS

Generally, items are picked up by pressing the ❸ button. In some cases, items are automatically picked up by walking over them. Observe the following patterns:

Items
At several given locations, you will find a box of ammo, First Aid Kit, nanomachines or SECUR-COM. Stand near them and press the ❸ button to pick up.

Weapons
You can pick up weapons left by destroyed enemies and carry them as your secondary weapon. Pick up the weapon as you would with the items. If you already have another secondary weapon, that weapon will be discarded and replaced by the one you pick up. Discarded weapons can be picked up later. If you already have the target weapon, simply walk over/towards it and you will pick up only the ammo.
You can pick up explosives in the same manner.

Bosonic Cells
You'll find Bosonic Cells to charge your assault rifle as remnants of destroyed enemies. You can pick them up by walking over them.

Maximum Capacity
There is a limit to the amount of First Aid Kits and ammo you can carry. If you try to pick them up while at maximum capacity, one of these icons will be displayed, indicating you are maxed out.
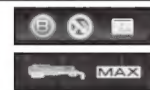
EXAMINE

To examine various accessible objects such as Shop Terminals (p.9) and other devices, stand in front and press the ❸ button.

Controls During Special Events
You will encounter various events that require special controls, such as sliding down the seawall, riding a jet ski or operating a crane. You will see control instructions either before or during these events.

VOICE INPUT

If you are using a headset, you can speak into the microphone during gameplay to give tactical commands to your teammates or to reply to their questions. You can also give orders to a single teammate by calling his/her name first.

Press and hold the left bumper to see a quick list of possible orders/replies you can use for the occasion. Also, access **Recognized Word List** under VOICE RECOGNITION SETTINGS in the Options (p.14) for a complete list of words that this game can recognise.

Communication with your teammates is also an important part of building their Trust Level (see below).

DAN > Bo

BIG BO > Huh? Wassup?
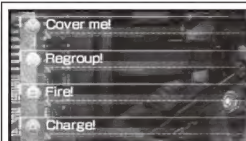
Don't have a headset?
You can play the game without the headset, however your ability to communicate with your teammates will be limited. Press and hold the left bumper to display a list of orders/replies. You'll see button icons next to all possible orders/replies. Press the appropriate button that corresponds to your choice.
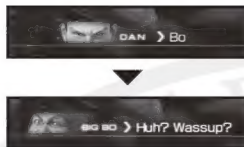
TEAMMATES & TRUST LEVEL

Your teammates move with their unique AI, which is affected by their Trust Level towards you. If their Trust Level is high, their combat effectiveness will increase. They may even listen to orders that seem too rash. If their Trust Level is low, they may not follow your commands, decreasing their combat effectiveness. You can check each character's Trust Level in Status screen of the Pause menu (p.10).

DAN > Cover me!

BIG BO > Gotcha, bro!

The Trust Level will rise and fall based on various factors. For example, if you successfully perform what you are asked to do, their Trust Level will rise. Helping out critically wounded teammates will also increase their trust. On the other hand, if you do not perform up to their expectations or act too rashly, their Trust Level will decrease. Shooting at your teammates (friendly fire) is also a sure way to lose their trust.

The conversation with your teammates will also determine the rise/fall of the Trust Level. For example, depending on your reply to a teammate's question, the Trust Level may increase a little/a lot or decrease a little/a lot. Depending on their Trust Level, they may also react differently to the same reply.

There are also tendencies for each character to prefer certain reactions from you. For example, Big Bo may like to be praised or for his actions to be appreciated. Find out the characteristics of each teammate and communicate accordingly. But remember that it is sometimes necessary to tell them off when they get too carried away.

DAMAGE AND RECOVERY

Although the game does not display your health, you can tell you are wounded by the perimeter of the screen turning bloody red. Avoid taking further damage and you will slowly recover.

If you're critically wounded, you will be immobilised. You will need a First Aid Kit to recover. If you have one, press the **B** button to use it. Your teammates may also ask you if you need their aid. You can reply with Voice Command.

Your teammates can be wounded in battle, too. Go and heal them if you have a First Aid Kit to spare.

If any of the party members, including you, stay in critical condition too long, he/she will eventually die resulting in failure of the mission.

Note: In some parts of the game, the mission may result in failure as soon as you're critically wounded, regardless of you having a First Aid Kit.

CREDITS AND SHOP TERMINALS

You earn credits by defeating enemies. Breaking more parts of the enemy earns you more credits.

With credits, you can purchase weapons, ammunition and items, or upgrade your primary weapon at Ammunition Transit Supply Terminal (Shop Terminal). Choose **SHOPPING** to purchase weapons/ammunition/items, or **UPGRADE** to improve your primary weapon. To upgrade, choose the weapon (teammate), then choose the part you wish to improve.

Note: If you purchase a weapon, the weapon of the same type you previously had will be lost.

PAUSE MENU

Press the ● button to pause the gameplay and display the Pause menu.

STATUS

View your team's status and skills here. If you are divided into parties, you can only choose from the members in your party. Select a member to display his/her status. While displaying a member's status, press the left/right bumper to view other character's statuses. To change his/her skill setting, press the ● button.

Nanomachines & Setting Up Skills

Nanomachines are devices that give enhancements to character skills. They can be obtained by purchasing at Shop Terminals or finding them on the battlefield. You can customise skills by placing nanomachine blocks into the open spaces on the skill set. Nanomachine blocks take up one to three spaces, and you can continue placing nanomachines until all six spaces are filled like a puzzle. Choose carefully the skills you want to improve.

DATA FILES

View a variety of data.

IRTA REPORTS	View reports on each mission. Some reports can be obtained by finding a SECUR-COM in the battleground.
WEAPON DATA	View data of all weapons appearing in the game. The data will be updated whenever you a find new weapon.
ENEMY DATA	View data of all enemies appearing in the game. The data will be updated whenever you meet a new enemy.

LOAD CHECKPOINT

Return to and restart from the previous checkpoint. All unsaved data will be lost.

LOAD CHAPTER

Select the chapter and scene you want to play. You will be asked to choose **Create new save data** to create a new save data slot or an existing one to overwrite.

OPTIONS

Access the Options Screen (p.14).

QUIT GAME

Quit the game and return to the Title Screen.

XBOX LIVE

Xbox LIVE is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.
For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

Choose **VERSUS MODES** to play against each other or team vs. team, or cooperate with your friends in **INVASION**.

Button Functions in Xbox LIVE Mode Menu:

✗ button	View **Leaderboards**, **Challenge** (view all Weapon or Match Score related challenges) or **Play Records**.
◀ button	Modify **Skill Settings** for each class, **Quick Chat Settings** (register up to four custom messages), or **Clan Tag Settings**. Set them up before creating/joining a match.

MENU FLOW

You can either join an existing lobby or create one to host the match.

MATCH SEARCH

Find a lobby for the match. Choose a ruleset (VERSUS MODES) or mission (INVASION) you want to search for or **Quick Match** for any match available. When available lobbies are found, choose one to join in. If no lobby is found, press the right bumper to search again.

CREATE MATCH

Become the host by creating a lobby. First, choose **Public match** (open to everyone) or **Private match** (for invited players only). Then choose from the available menu to set up rule/stage or mission. If you are creating a public match, you will also have an option to **Set lobby name**. When ready, choose **Create match**.

Select rules	Select rules of the game (VERSUS MODES).
Select stage	Select the stage to play on.
Turn friendly fire on/off	Turn On/Off the friendly fire setting (VERSUS MODES).
Proceed to rule settings	Set detailed rules for the match (VERSUS MODES – private match only).

LOBBY

All participants await in the lobby, an actual battlefield you will be playing. You will first be asked to choose class before going into lobby. You can roam freely until the host starts the game.

Inviting Friends

At the lobby, the host can invite their friends. Press the **Y** button, then select a friend to send an invitation. Your friends can then enter the lobby by accepting your invitation.

Invitations can be sent from either public or private matches. Accepting the invitation is the only way to enter private matches.

CHOOSE CLASS

You will be asked to choose a class of soldier with a set of weapons when you enter a lobby, before the start of a round (of a multi-round game), or when you respawn after being killed. Use your points to purchase additional equipment. Choose **Add Equipment**, and buy what you need. Choose **Ready** when you are done with the selections.

MAP SCREEN

Inside the lobby, press the ● button to display the map of the field, the emblem of your team (in team battle rules) or the mission objective. For the host, this is also where you declare the start of the match. You can also display the Map Screen during the match with less menu items, but remember that the match is progressing even as you view the Map Screen.

Start Match	Declare start of the match/mission. Only the host can select this.
Select Class	Change the class. Can be selected only from the lobby.
Options	Change Game Control Settings.
Leave Game	Leave the game. If a host leaves, a new host will be chosen from the remaining players.

VERSUS MODES

Choose a game type and play either every man for himself or in a team battle with up to ten players in a five-on-five match.

After the match, two candidate stages for the next match will be displayed, and will be decided by a majority vote. Choose your preference, or press the **B** button to exit.

INVASION

Cooperate with your friends to wipe out waves of enemies that appear round after round (up to 50). How far can you go? After clearing an area (five rounds) you can change your class.

Any members that die in a round will not respawn until the beginning of the next round. The mission will be over if all members die in a round. At the end of the game, press **START** to return to the lobby, or the **B** button to exit.

Quick Chats

You can send quick chat messages to other players. First, press and hold the left bumper to display the list of categories of the messages. Press the button that corresponds to your choice, then the button that corresponds to your choice of message. While most of the messages are pre-prepared, you can also register up to four custom messages prior to the match (p.12).

Scores, Points & Experience

You earn scores, points and experience based on your performance. Your individual score reflects actions such as kills, assists and healing teammates in a match, and is a subject for the Leaderboards. Points are used to purchase equipment; you are initially given 200 points before the start of the match/mission. Experience accumulates as you play matches (or complete challenges in INVASION) and is the basis for your player level.

OPTIONS

Change various game settings. First choose one of four categories, then choose the setting to change. Where applicable, choose **Reset to default** to revert all settings in the category to their default values.

CONTROLS

Change various control-related settings:

Control Type	Select a control type: **Assault Style** or **Scout Style**.
Reverse Camera Control	Set the camera control direction: **Default**, **Invert Horizontal**, **Invert Vertical**, or **Invert Vertical/Horizontal**.
Look Sensitivity	Adjust the camera control speed. Move the gauge to – (slower) or + (faster).
Vibration	Turn vibration of the controller **On/Off**.

SCREEN

Change various screen-related settings:

Brightness	Adjust the screen brightness. Move the gauge to – (darker) or + (brighter).
Gamma Value	Adjust the brightness of midtones. Move the gauge to – (darker) or + (brighter).
Screen Size	Adjust the screen display size. Move the gauge to – (smaller) or + (larger).

GAME SETTINGS

Change various game-related settings:

Aim Assist	Enable/disable the aim assist. **Beginner** is available only with the game difficulty level in CAKEWALK. In all other difficulty levels, this will be set to **Normal**.
Voice Input	Turn **On/Off** the voice input via the microphone.
Subtitles	Turn subtitles **On/Off**.
Storage Device	Change a storage device to save/load your save data. Only available when accessed from the Main Menu.

VOICE RECOGNITION SETTINGS

Test voice recognition and adjust settings. You must have a compatible headset with a microphone.

Voice Recognition Test	Test voice recognition to see whether it accurately understands what you say.
Recognized Word List	View the words that voice recognition understands and check recognition results with a voice recognition test.
Calibrate Score Thresholds	You can adjust the acceptable recognition score. Move the gauge to raise/lower the "Recognition Threshold." Lowering this will allow the game to treat previously unrecognised words as successfully recognised. However, this may result in more recognition errors. Press the ❎ button to reset the gauge to the default setting.
Noise Setting	Set background noise volume to keep ambient sounds and game music from being picked up.

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Voice Recognition provided by SpeechFX, Inc.

CUSTOMER SUPPORT

Unless otherwise noted, the example companies, organisations, products, people and events depicted in the game are fictitious and no association with any real company, organisation, product, person or event is intended or should be inferred.